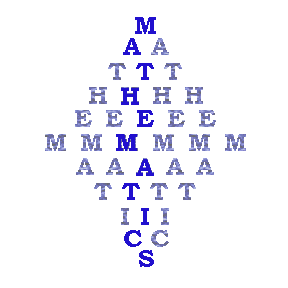
[](http://aolsearch.aol.com/aol/imageDetails?invocationType=imageDetails&query=mathematics&img=http%3A%2F%2Fwww.minnetonka.k12.mn.us%2Fmhs%2Fmath%2Fimages%2FMathematics.gif&site=)

**MIDDLE SCHOOL MATH GAME**

NAME OF GAME: Scientific Notation Toss

STANDARD(S): Number Sense

Materials: 3 dice

Players: 2

DIRECTIONS:

1. Each player rolls the three dice. One number is used for the ones place, one number for the tenths place, and one number for the exponent.

exponent

\_\_\_\_\_ . \_\_\_\_\_

ones tenths

The goal is to create the largest number possible.

1. Each player rolls the 3 dice three times and writes each result in scientific notation.
2. Players convert their numbers from scientific notation to standard notation. Next, players order their numbers from greatest to least.
3. Players compare their number. The player who has the greatest number wins.

Example:

|  |  |  |
| --- | --- | --- |
| 4  2  5  (dice)  4.2 x 105  420,000 | 4  1  6  (dice)  4.1 x 106  4,100,000 | 5  4  3  (dice)  4.3 x 105  430,000 |

Variations:

* The exponent will be negative.
* Write the numbers in order from least to greatest. The player with the smallest number wins.